

PARENT VOLUNTEER POSITIONS

Timers (12-14 timers for Home meets, 6-7 for Away meets)

- Timers will report to Head Timer where they will receive a stop watch, pencil, order of events sheet and clipboard.
- Timers will also be assigned to a lane. On the “go” signal, start the watch and at the moment the swimmer touches the wall, stop watch.
- There will be at least one watch timer from Brookline and one watch timer from the opponent’s team for each lane. There will also be a button timer for each lane for the electronic timing system. Timers will record all watch times onto the timer sheets.
- **Verify** that the swimmer is the same as the one stated on the timer sheet. Timer sheets will be collected at the end of each event by a runner.
- Timers must be present until the finish of the meet.
- If we have more timers than needed, we can set-up shifts for the timers.

Stroke and Turn Judge (1 Stroke & Turn Judge for both Home & Away meets)

- Judges the legality of swimmer’s individual strokes and turns and judges the relay starts.
- Judge will need to mark the reason of disqualification on the Stroke & Turn Sheet.
- This position **requires** a training session offered by the Winter Suburban Swim League. Training session dates & times TBD.

Scorers (2 scorers for Home meets & 1 scorer for Away meets)

- Scorers are responsible for ensuring that the swimmers times are transferring from the Timing System to the laptop.
- Points are **only** awarded the top five (5) swimmers of the event.
- Points for individual events are as follows: 1st place- 6 points, 2nd place- 4 points, 3rd place- 3 points, 4th place- 2 points and 5th place- 1 point.
- Points for relays are as follows: 1st place- 7 points and 2nd place 4 points.
- Teams are allowed to sweep.
- Be sure that Meet Manager is scoring properly.
- Scorers are also responsible for entering in any disqualifications that occur during the meet.

Assistants to scorers and timers (1-2 volunteers for both Home & Away meets)

- Volunteers will help to organize the Timer Sheets and Stroke & Turn Sheets.
- Note & highlight the marked disqualifications.
- Please note if there are any discrepancies with the times. Coaches must be notified.

Parent Chaperones (5+ for both Home & Away meets)

- Parent Chaperones are needed to oversee swimmers to ensure that they are staying out of the locker rooms and behaving on deck.
- This is especially important for away meets when space on deck becomes an issue.
 - Some away facilities will have the swimmers stay in the gymnasium as deck space does not allow for the entire team to be on deck.

Bullpen (4 volunteers for Home meets, may need 4+ for Away meets)

- Bullpen volunteers will line up and organize swimmers as they enter the bullpen.
- Volunteers will organize swimmers based on their event number, heat and lane respectively.
- Volunteers are **not** allowed to modify or change order of the swimmers. All swimmers must stay in the correct order to be sure that they are in the correct heat and lanes.
- A Bullpen to Blocks Coordinator will help to escort the swimmers to their appropriate lane when it is the swimmers turn to line up.
- A print out of each event will be given to the bullpen prior to swimmers arriving to the bullpen.
- This role is usually fulfilled by our high school volunteers.

Starter (1 or more volunteers for Home meets)

- Volunteer will be the emcee for the swim meet by announcing the swim meet events and heats throughout the meet.
- Volunteer will use the starting system (or whistle) to start each race.
- This role is usually fulfilled by the coaching staff.

Ribbons (volunteers may be needed during the week after a swim meet)

- Volunteers will apply labels to the correct ribbons.
- Volunteers will help to organize and sort ribbons to distribute to swimmers.

Runners (1-2 runners for Home meets, maybe 1-2 runners for Away meets)

- Runners are responsible for collecting timer sheets from the timers and returning them to the scorers' table.
- Runners must also collect the Disqualification sheets from the Stroke & Turn Judge and return them to the scorer's table.
- Runners are expected to move quickly to keep the meet moving efficiently. (Sneakers are recommended!!!)